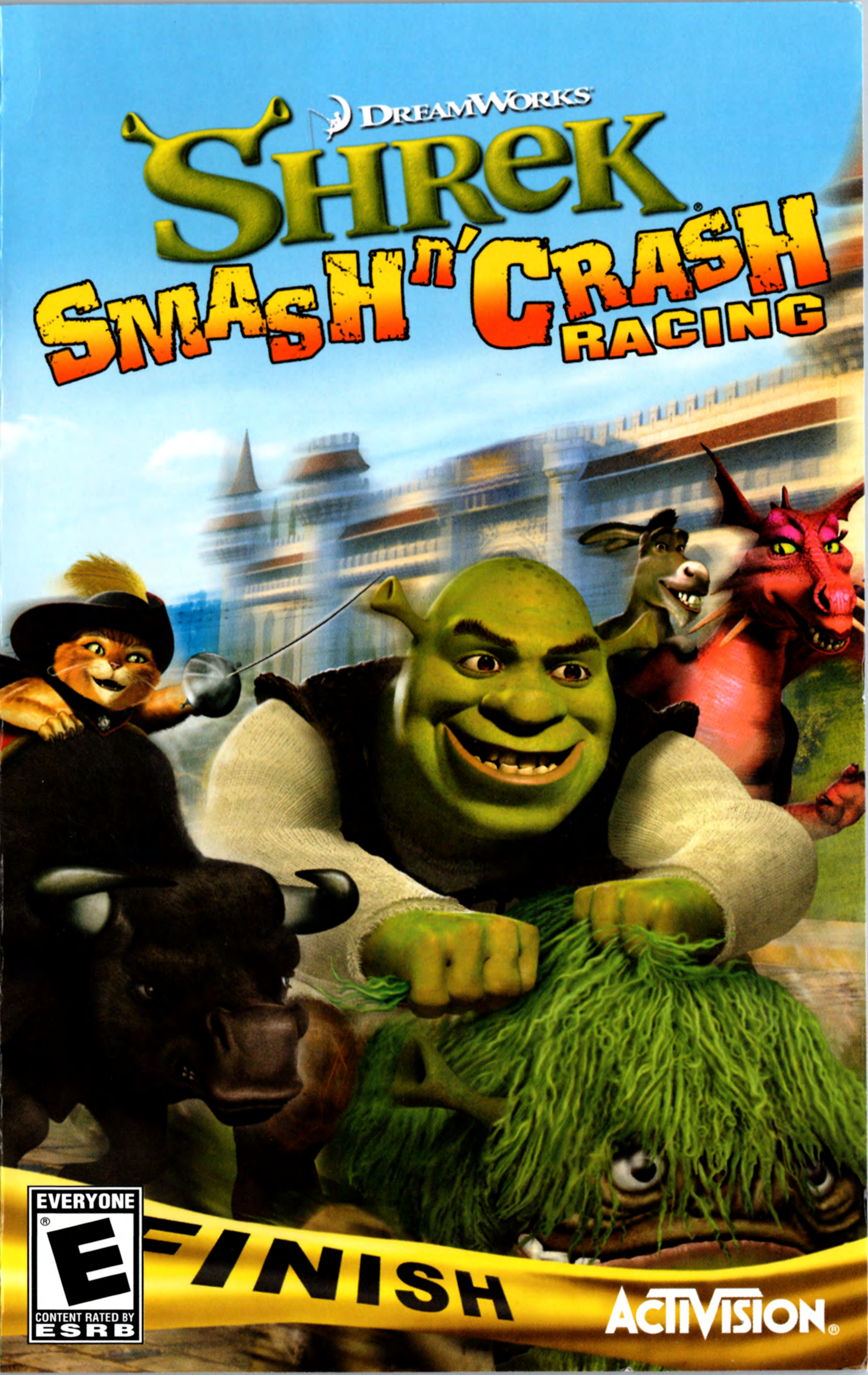
DREAMWORKS

SHREK SMASH 'N' CRASH RACING



EVERYONE

CONTENT RATED BY ESRB

ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Getting Started 2

Starting Up 3

Default Controls 3

Main Menu 4

Options Menu 5

Pause Menu 5

Game Types 6

On Screen Display 7

On the Track 8

Characters 9

Tracks 10

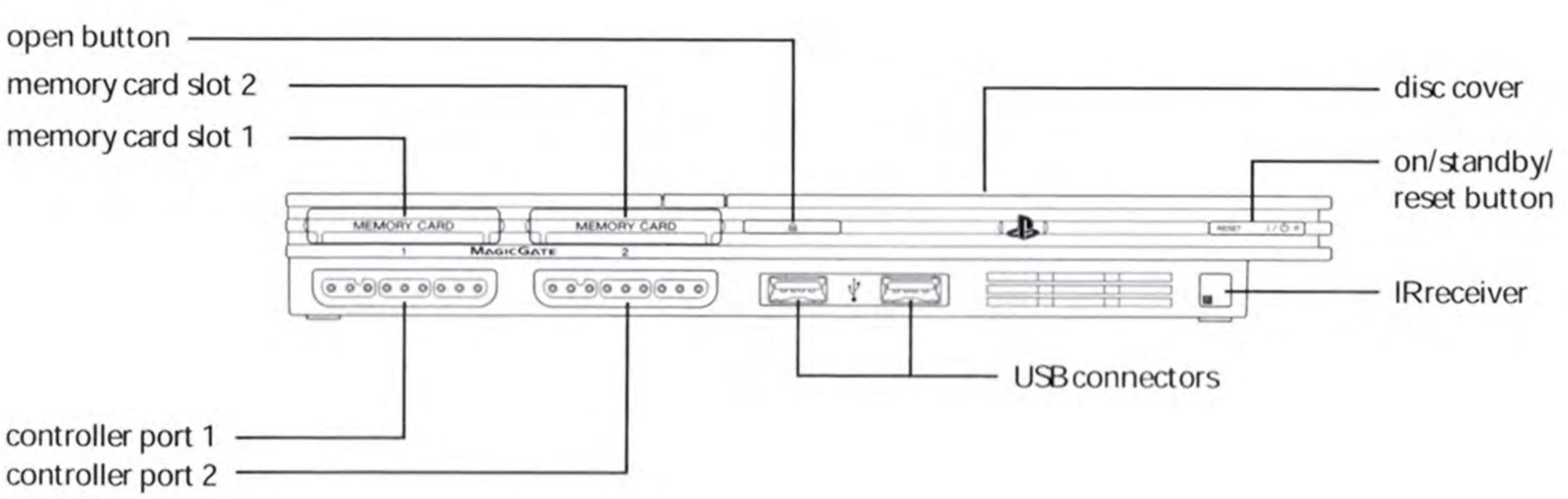
Pickups 12

Credits 13

Customer Support 16

Software License Agreement 17

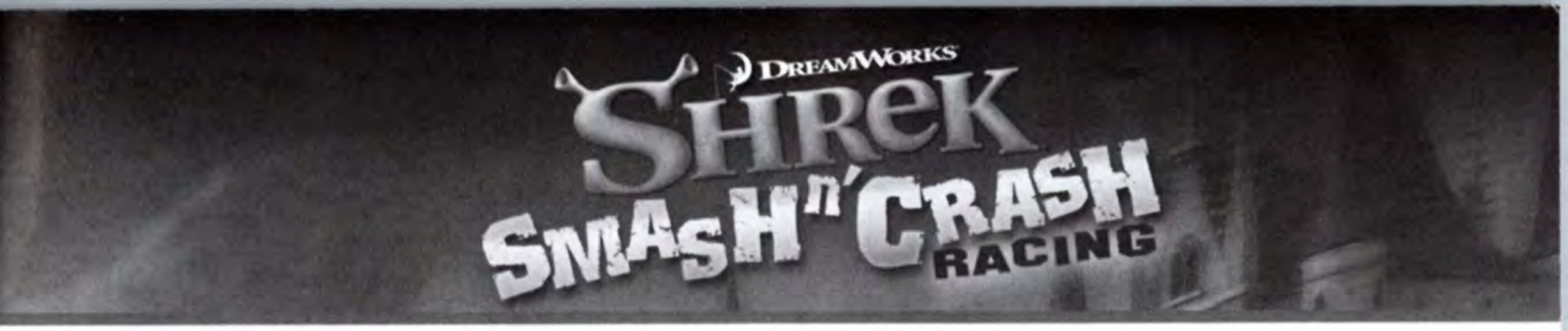
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Shrek Smash n' Crash Racing disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

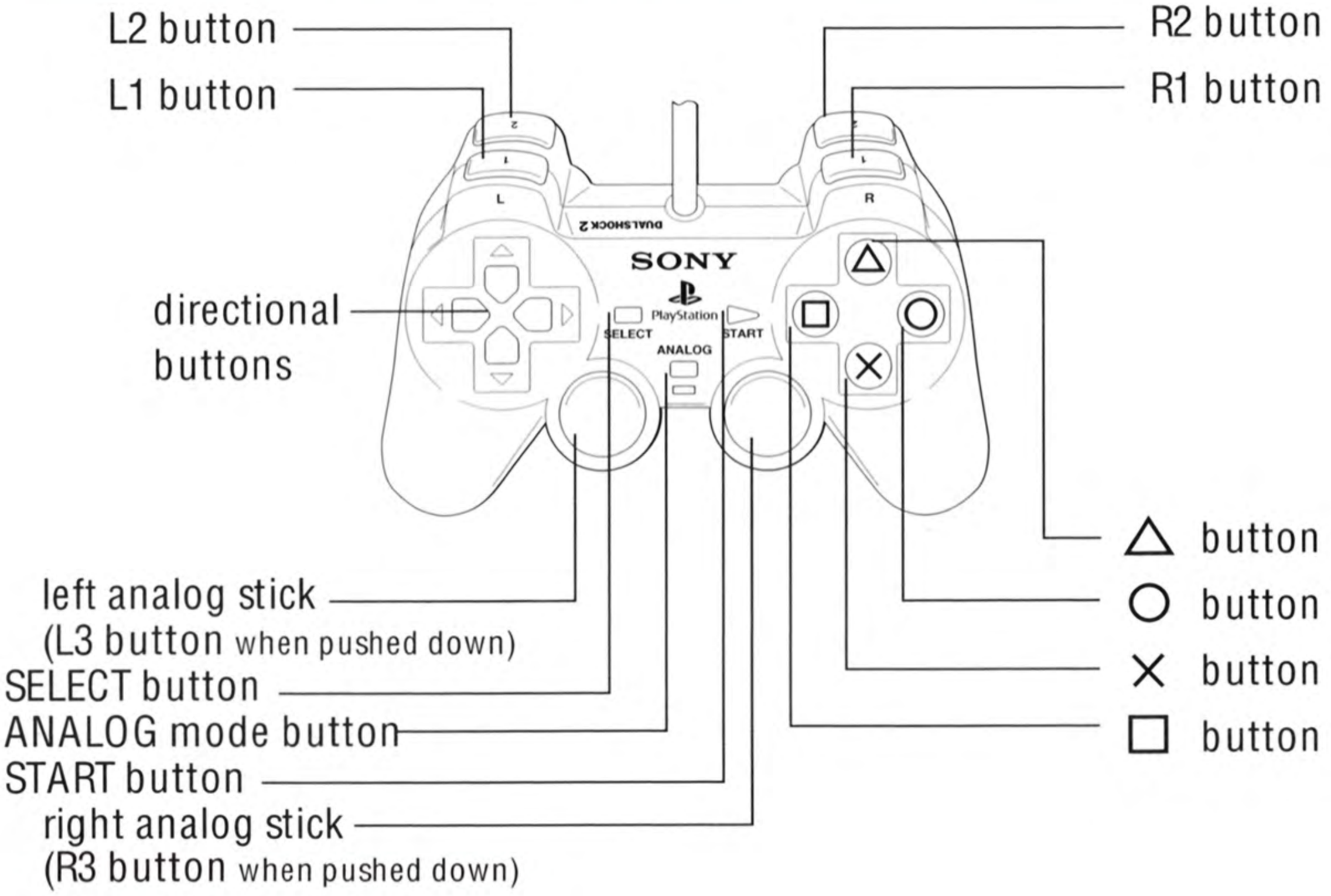
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

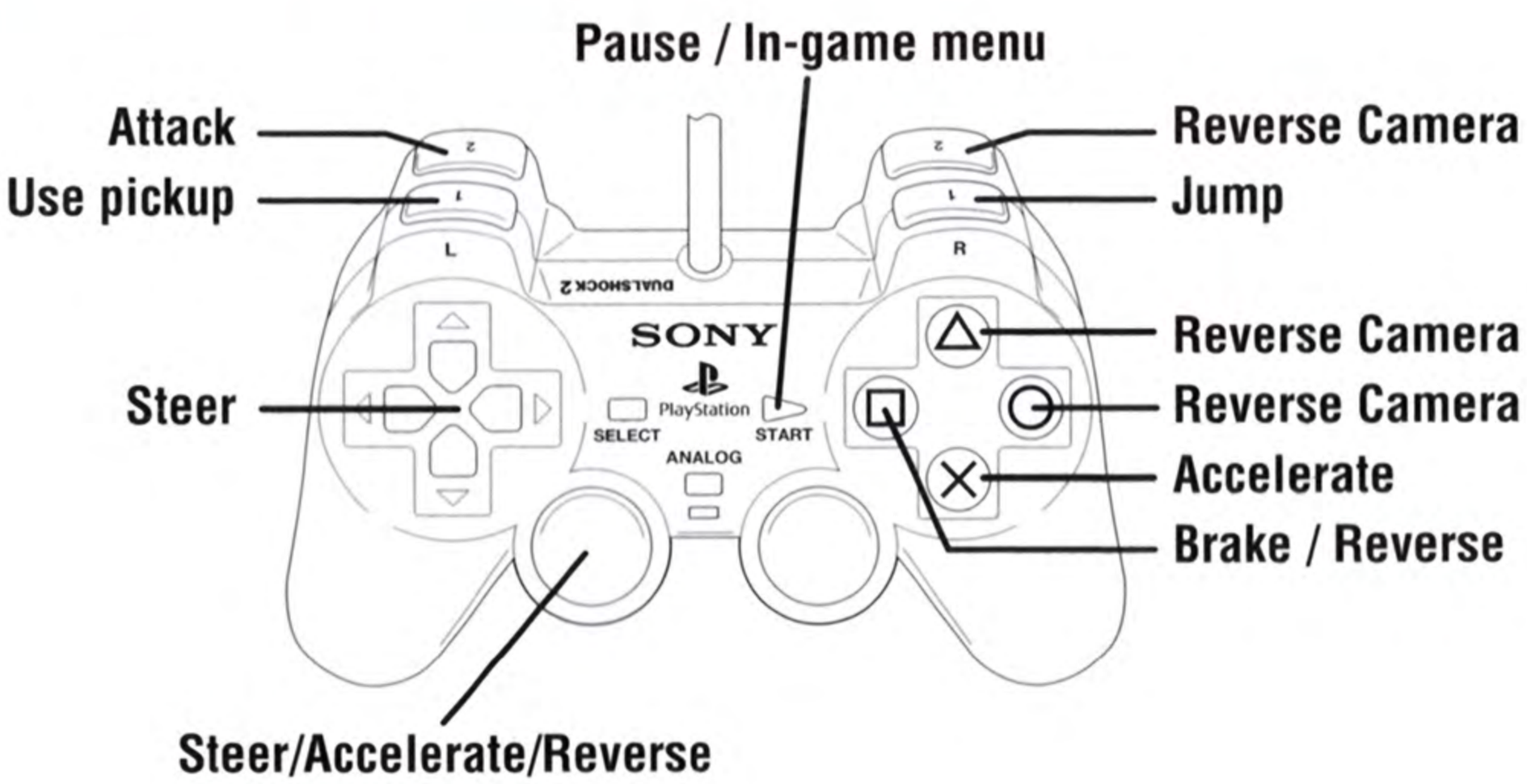


STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS



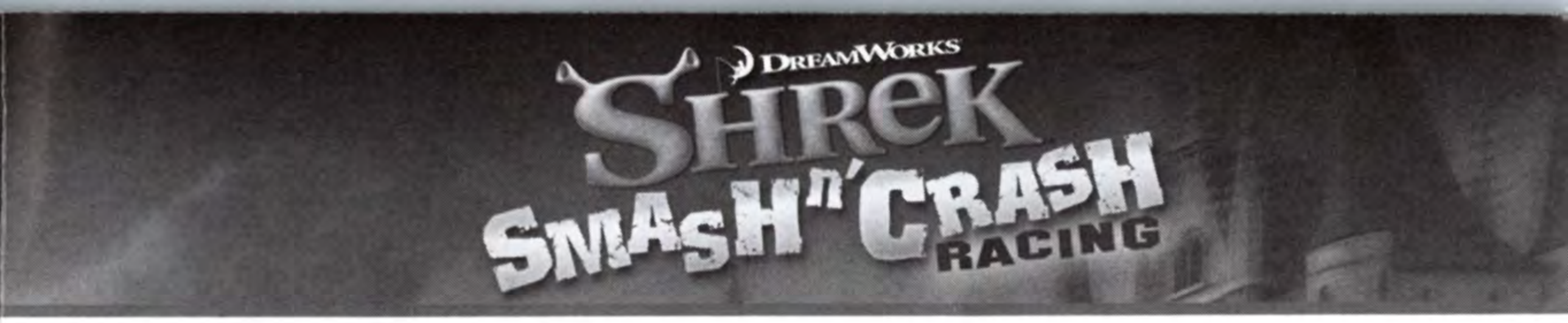
MAIN MENU

MENU CONTROLS

Press the **directional buttons** or use the **left analog stick** to highlight your selection. When you find your selection, press ⊗.

At the Main menu you may select from the following options:

- **Single Player**
  Single Player allows one player to race against A.I. controlled opponents.
- **Multiplayer**
  Multiplayer allows up to two players to participate in split-screen battles and races against A.I. controlled opponents.
- **Options**
  The Options menu allows you to adjust sound and control features, view records, and see the credits.
- **Manage Profile**
  Load, edit or create a profile. Profiles are used to track the progress of a player and their personal best results. Profiles are identified by the player's name and therefore each player's name should be unique.



OPTIONS MENU

- **Extras**
  View special bonus content.
- **Sound**
  Adjust the volume of music and sound effects in the game.
- **Controls**
  Turn vibration on or off.
- **Records**
  This screen displays records for each Tournament, Cup, and Track by profile.
- **Credits**
  View the game credits.

PAUSE MENU

- **Resume**
  Continue the current race.
- **Restart Race**
  Restart the current race.
- **Options**
  Adjust sound and control options.
- **Quit**
  Return to the Main Menu.

GAME TYPES

• TOURNAMENT

A tournament consists of twelve consecutive races. The goal is to accumulate as many points as possible in each race, in order to finish in the best position possible at the end of the tournament. Points are awarded based on each player's finishing position in each race.

• CUP CHALLENGE

Each Cup Challenge consists of three races. The objective is to accumulate as many points as possible in each race with the ultimate goal of coming in first place for the cup.

• QUICK RACE

With Quick Race, you can select any unlocked track and play. The objective is to finish the race in the best position possible.

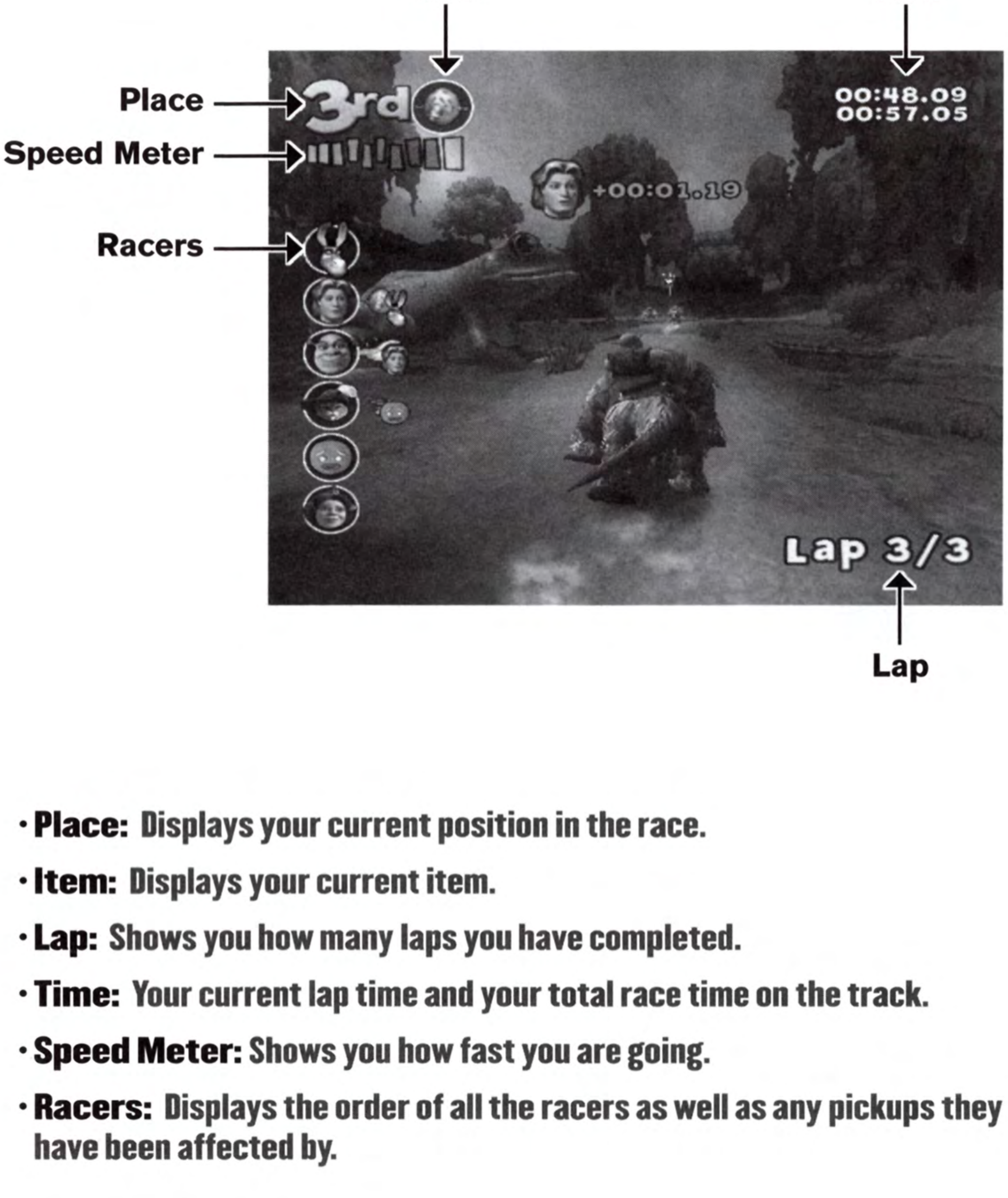
• TIME TRIAL

Available in Single Player mode only, you will race against the clock to get the best time possible on the selected track. Successful players will have their best results saved to their profile.

• BATTLE MODE

Available in Multiplayer mode only, two players battle it out using weapons picked up by smashing barrels. The first person to 10 points wins!

ON SCREEN DISPLAY



- **Place:** Displays your current position in the race.
- **Item:** Displays your current item.
- **Lap:** Shows you how many laps you have completed.
- **Time:** Your current lap time and your total race time on the track.
- **Speed Meter:** Shows you how fast you are going.
- **Racers:** Displays the order of all the racers as well as any pickups they have been affected by.

ON THE TRACK

Barrels

When you smash through a barrel, you will receive a random pickup. Pickups come in many types and can help you win the race by causing your opponents to spin out... or worse!

Speed Boosts

Each track contains several speed boosts. Some are in plain view, while others are hidden down branching paths and behind breakable objects. Race through these glowing blue trails to get an extra boost of speed and an edge on the competition.

Jumps

Huge gaps, long drops, and raging rivers cut across the tracks. Ride through the purple trails to get a speed boost and launch your character into the air to clear these obstacles.

Switches

Activate switches on the tracks by running into them. These will open up even more shortcuts to get you ahead of the pack! Keep an eye out though, even though the shortcuts are open, their entrances are well-hidden.

CHARACTERS

All of your favorite Shrek® characters plus some of the most well-known fairy tale characters and creatures are available. Each character and mount has special attributes that vary over four separate categories: Handling, Acceleration, Speed, and Weight.

Shrek® and Swamp Beast

Take control of Shrek® and a nearly unstoppable beast from his swamp as you dominate the track and smash through obstacles with this fearsome duo!

Donkey and Dragon

Fear not and take flight with Shrek's noble companion Donkey and his dearest Dragon!

Princess Fiona™ and Onion Carriage

Race through the city and countryside with Princess Fiona in her signature Onion Carriage!

Gingy and Cupcake Horse

The bane of dentists everywhere, Gingy and his Cupcake Horse are fueled up with sweetness and ready to take the top prize!

Secret Characters

There are eight more characters that can be unlocked by completing the different game modes!

TRACKS

There are 24 total tracks in the game. The first six are unlocked from the very beginning, but the rest will have to be unlocked through skillful racing!

Swamp Cup

Swamp

Shrek®'s Swamp is full of mud, slime, rotting trees and creepy crawlies.

Green Forest

If you think you know your way through the forest, think again. Hansel and Gretel, Little Red, Goldilocks, Robin Hood -- you know the stories. Things happen in the forest, weird things.

Haunted Woods

Race through the Haunted Woods as you encounter eerie creatures and spooky surroundings. Ghosts, evil trees and spiders... this track is not for the faint of heart!

Far Far Away Cup

Suburbs of Far Far Away

Tear up the locals' yards as you race through the suburbs. Jump over the swimming pools, smash the lawn furniture, and destroy the mailboxes. Your dream, their nightmare!

Downtown of Far Far Away

Smash and crash your way through Far Far Away's downtown district, but watch your speed as the Far Far Away Police Department will be waiting for you.

Far Far Away Castle

Through a maze of corridors, courtyards and up through the tallest tower, you'll find Far Far Away Castle to be quite a blast. The fireworks make quite a blast too!

More Tracks!

18 Secret Tracks

Beat the Tournament modes to unlock 18 secret tracks!

PICKUPS

Pickups are weapons and magic gained by smashing through barrels. When you get an item an icon appears in the upper left corner of the screen. Use these to defend yourself and fight off your opponents.

Item	Description
	Jack-o-Lantern: The pumpkin may look harmless, but lay it on the track in your opponent's way and it will splatter everywhere when hit, causing them to spin out.
	Giant Beanstalk: When the magic seed is planted, a giant beanstalk grows instantly from the ground causing an impeding barrier for any opponent.
	Lord Farquaad-in-a-Box: Drop this toy on the track and the head bobbles around hitting your fellow racers.
	Goose: Pick up the goose and let it fly erratically down the track, disturbing players in its path.
	Frog Balloon: The frog balloon will buzz around and seek out anybody within range.
	Garden Gnome: Throw this lawn ornament straight ahead to trip up players.
	Magic Frost: This magic spell freezes all opponents. They will be unable to steer until it melts or smashes as they smack into a wall.
	Pixie Dust: When used, this magic dust gives the player a boost of speed.
	Whirlwind: The tornado effect will cause any opponent to wipe out if they get too close.
	Shield: When the magic shield is used, you'll be invincible to all creatures, opponents and weapons.
	Ogre Strength: This pickup grants the user strength and an ogre-sized increase in speed and acceleration. Smash all your opponents as any character!
	Swamp Gas: Use this pickup to let out a smoke screen behind you to block your opponents view.

CREDITS

ACTIVISION VALUE PUBLISHING

EXECUTIVE MANAGEMENT

General Manager
Dave Oxford

Vice President of Studios
Patrick Kelly

Vice President of Sales
Tim Flaherty

Vice President of Marketing and Creative Services
Mark Meadows

Legal
Joe Hedges

PRODUCTION

Producer
Chris Owen

Assistant Producers
Andy Owen
Jay D. Anderson

Director of Product Development
Chip Pedersen

Manager, Creative Direction and Design
Carlos Martin

Game Analyst
Brian Kuyath

QUALITY ASSURANCE

Technology Manager
Chris Arends

Manager of Quality Assurance
Jason Lembcke

Supervisor of Quality Assurance
Rasheem Harris

QA Lead
Jeremy Huisheere

QA Team
Dean Fingerholz
Bob Paterson
Madison Meahyen
Thanuvong Yang
Jeremy Andresen
Kyle Kleven
Justin Westplate
Adam Rogers
Stephen Crayton
Nate Tyley
Brandon Gingerich
Par Widlund
Dan Gniady
Jordan Jaap
John Hart
Denis Molloy
Chris Barrett
Justyn Christensen
Josh Cuta
Alex Reed
Dan Smith
Joel Waltz
A.J. Guerra
Dustin Fedie
Zach Dando-Thompson
Dieter Frank
Jeff Schwartzbauer
Rick Hodgett
Cory Thibado

TRG QA Manager
Chad Schilling

TRG Lead
Jon Pho

Technical Requirements Group
Steve Myers
Matt McCullough

SALES

Sales Director
Jennifer Mirabelli

Sales/Marketing Coordinator
Robbin Livernois

Sales Assistant
Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

Marketing Communications Associate
Nicole Lindstrom

LICENSING

Senior Brand and Licensing Manager
Andy Koehler

OPERATIONS

Director of Operations and Planning
Mike Groshens

Information Systems Administrator
Bob Viau

SANTA MONICA OFFICE

Director of Central Audio
Adam Levenson

Audio Coordinator
Noah Sarid

Manager, Licensing
Marchele Hardin

Central Tech
Nick Falzon

ADDITIONAL THANKS

Ann Beggs
Amanda Cinfio
Mike Dalton
Simon Dawes
Laura Ford
Mike Foster
Ken Fox
Donna Johnston
Suzy Luko
Jan Marek
Jeff Muench
Kurt Niederloh
Janet Paulsen
Mark Rose
Brian Silva
Andy Spohn
Aaron M. Thompson
Saul Villegas
Mark Vitello
Steve Williams
Nicole Willick

WRITERS

David Pitlik
Brian Kahn

VOICEOVERS

Casting & Directing
Chris Borders

Recording Engineer and Editing
Rob King

Recorded at Green Street Studios

VOICE TALENT

Shrek, FFAPD
Michael Gough

Donkey
Mark Moseley

Princess Fiona
Holly Fields

Puss in Boots, Farquaad's Ghost
Andrea Sogliuzzo

Prince Charming, Gingy, Humpty Dumpty
James Arnold Taylor

Goldilocks, Little Red Riding Hood
Tara Strong

Thelonious
Chris Knights

Pinocchio, Three Pigs
Cody Cameron

Magic Mirror, Angry Peasants
Mel Fair

ACT3 ANIMATIONS

CG Director
Dean Elliott

Producer
Thomas Schober

Production Manager
Jim Kalogiratos

T.D. and Lighting
Jordan Walsh

FX Artist and Render Wrangler
Carl Knox

Lead Animator
Dean Elliott

Additional Models / Texture
Shawn Miller and Carl Knox

Additional Facial Animation
Tom Marley and Carl Knox

DREAMWORKS ANIMATION
Jennifer Caruso
Paul Elliott
Andrea Frechette
Anne Globe
Lawrence Hamashima
Meaghan Nix
Rick Rekedal

TORUS GAMES

MANAGING DIRECTOR
CEO
Bill McIntosh

PRODUCTION

PRODUCER
Kevin McIntosh

ASSOCIATE PRODUCER
Romi Olive

DESIGN

GAME DESIGNER
Van Ricketts

ADDITIONAL GAME DESIGN
Vaughan Marshall
Steve White

LEVEL DESIGNERS
Ben Darling
Van Ricketts

ADDITIONAL LEVEL DESIGN
Ben Trotter

PROGRAMMING

LEAD PROGRAMMER
Steve White

LEAD ENGINE PROGRAMMER
Mark Wayland

ENGINE PROGRAMMER
Stuart Cameron
David Gaunt

AI PROGRAMMER
Michael Abbott

MULTIPLAYER PROGRAMMER
Stuart Cameron

AUDIO PROGRAMMER
Peter Suwara

PROGRAMMERS
Damien Bailey
Phil Brown
Ricky Fumi

ADDITIONAL PROGRAMMERS
Richard Au
Andrew Goulding
Mark Schiemann

ART

LEAD ARTIST
TECHNICAL ARTIST
David Biggs

ART DIRECTOR
Marcus Mestrov

ADDITIONAL ART DIRECTION
Ivan Kenny-Sumiga

CHARACTER MODELLER
Paul Clarke

STRUCTURE DESIGNER
Hansia Lim

SPECIAL EFFECTS
Aaron Hoffman

TEXTURE ARTIST
Ivan Kenny-Sumiga

CONCEPT ARTIST
Stuart Rogers

LEVEL BUILDERS
Paul Clarke
Aaron Hoffman
Hansia Lim
Marcus Mestrov
Stuart Rogers
Ben Trotter

ADDITIONAL ART
Michael Calingasan
Damien Holder

ANIMATION

LEAD ANIMATOR
Stuart Campbell

ANIMATOR
Ching Yee Ng

ADDITIONAL ANIMATION
Symbio

AUDIO

AUDIO DIRECTOR
LEAD SOUND DESIGNER
LEAD COMPOSER
INTEGRATION ENGINEER
Finn Robertson

COMPOSER
Dustin McLean

SOUND DESIGNER
James Langford

QA TESTING

LEAD TESTER
David McIntosh

TESTERS
Jonathan Bink
Alistair Goulding
Ben Nicol

TORUS SUPPORT STAFF
Wendy Brown
Aggie Fabrik
Yujie Liang
Debra Webb

SPECIAL THANKS

A special thank you to our friends and family that have supported us throughout Shrek Smash n' Crash Racing.

Tom Andrews and Siaqua
Kim Bailey and Ann Cousland
Maggie Biggs
Tanya Blanch
Katrina Brigham
Jeff Cappie
Tyshan Carey
Thanh Dang
Aaron Darling
Kathryn Duckam
Sarah Dyer-Gibb
Melanie Fullarton
Ben Fumi
Rebecca and Harrison Kenny-Sumiga
Adelia, Joshua and Miriam Lim
Julia McDonald
Pam and Oscar McIntosh
Natise Novella Newey
Brett Patterson
Luke Ryan
Andrew Scott
Cindy Wandel
Amy Warden
Sharon, Amy and Jade Wayland
Ross Williams
Rebecca Woodrow
Bethany, Thomas and Molly Rose White

CUSTOMER SUPPORT

Online Support

Internet: support@activisionvalue.com
or http://www.activisionvalue.com

Other Contact Methods

Fax
(952) 918-9560, 24 hours day

Mail
Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone
(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.
OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING /ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS /OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Attn. Business and Legal Affairs, legal@activision.com.

Shrek is a registered trademark of DreamWorks Animation L.L.C.

TURN THE TOWN UPSIDE DOWN with 2 GREAT Games!

Available NOW

www.overthehedgegame.com

PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+

E-E 10+

CONTENT RATED BY ESRB

Over the Hedge TM & © 2006 DreamWorks Animation L.L.C. All rights reserved. Game Code © 2006 Activision Publishing Inc. All rights reserved. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo TM may be required (sold separately). Developed by Edge of Reality. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. 75277.226.US

activision.com